Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

KONAMI®

900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Zombies Ate My Neighbors™ & ©1993 LucasArts Entertainment Company. LucasArts is a trademark of LucasArts Entertainment Company. Konami® is a registered trademark of Konami Co., Ltd.
©Copyright 1993 Konami (America) Inc.

PRINTED IN JAPAN

KONAMI

SNS-ZA-USA

How to play

ZOMBIES ATE MY NEIGHBORS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Konami (America) Inc. Limited Warranty

Konami (America) Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Konami (America) Inc.
900 Deerfield Pkwy.
Buffalo Grove, IL 60089
(708)215-5111

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

©1993 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality ®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Welcome!

You are about to have a very unusual gaming experience. This Konami game is loaded with ghouls, monsters, and zombies. Conquer 45 levels of giant ants, mad scientists and big babies. Find 7 bonus levels and earn points and stockpile your water pistols and other weapons! To get the most frightening enjoyment from this Super NES game pak, we recommend that you read this instruction manual completely before playing.

Table of contents

Introduction 4
How to save the world 5
- The victims 6
- Your lives 6

Getting started 7
The password screen 8
The game screen 8
Control your destiny! 9
Know your neighbors 10
Weapons 11
Special items 12
Dr. Tongue, I presume? 14
Consumer support 19
Warranty information 19

See. . .

zombies hunting humans!

See. . .

aliens kidnapping cheerleaders!

See. . .

mummies maiming tourists!

And see it all right on your television screen in *Zombies Ate My Neighbors!*

There are monsters, werewolves, slimy blobs and a bushel of other hideous creatures out to capture innocent people. They're attacking your neighbors, your neighbors' kids, their dog, and any other human they can find. It is up to you to use any means possible to save the victims before the bad guys get them.

You'll start with just a squirt gun and a first aid kit, but there are lots of weapons lying around that can help you win this battle. You'll find bazookas, "weed-eaters," Martian bubble guns, and the dreaded, powerful, blob-destroying ice pops!

But wait, there's more! There are secret potions that can transmogrify you! Become a super beast and give the zombies a taste of their own medicine. Find the mystical Pandora's Box that releases smart-bomb energy blasts. Take inflatable clowns to use as decoys and collect keys to open doors to discover more valuable items.

How to save the world

You will play the game as one of two brave kids: Zeke or Julie. If you're playing the two player game, one player can pick each kid, but you can't have two Zekes or two Julies! If you don't like the names Zeke and Julie, you can call them by other names: Nick and Beth, Spike and Sarah, Pat and Pat, whatever. We won't tell you what to do, but *we* know their names are really Zeke and Julie.

There are ten victims at the start of the game. You must rescue them before the monsters destroy them. Once all the victims are gone (either rescued by you or caught by the monsters), an "exit" door appears to let you leave that level—unless the monsters got them all, then the game is over. You can then leave the level right away or continue to search for treasures and weapons.

When you exit a level, your points are displayed, and bonus points are added for the victims you have saved. Saving all ten victims earns an extra bonus. There are other ways to earn bonus points as well—for example, you get a weed-eating bonus on level 11 if you chop all of the killer weeds.

You will continue to progress through the game as long as you have victims remaining and "lives" for yourself.

The victims

You start with ten victims. The body count goes down every time the monsters claim one of the victims. The game will continue only as long as you have at least one victim remaining (and "lives" as described below). You can earn bonus victims by earning points, but you may never have more than ten victims at one time. If you have ten victims at bonus time, you will earn an extra life instead.

Your lives

Each player starts with three "lives." When your "life bar" runs out you lose a life. There are hidden "1-up" bonuses in the game. You may also earn bonus lives if you earn points as mentioned above in **The victims**.

Getting started

Follow these directions to play **Zombies...**:

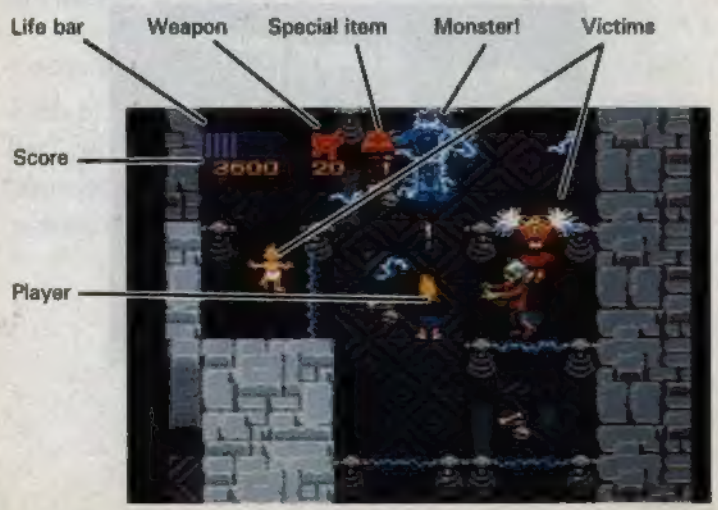
1. With the Power switch off, place the game pak into your Super NES.
2. Make sure your television is turned on.
3. Press the Start button. Did anything happen?
4. Turn on the Power switch on the Super NES and repeat step 3. See, it's a challenge and we haven't even begun playing the game yet!
5. When you get to the **Zombies...** title screen press the Start button to highlight either START or PASSWORD.
6. You've done it!

The Password screen

You can use the Password screen to start from a different level. As you play the game you will earn a Password after every fourth level. Highlight the correct letters and press any button to enter them. When you have all four letters entered, press Start or select [end] to continue to the appropriate level.

The game screen

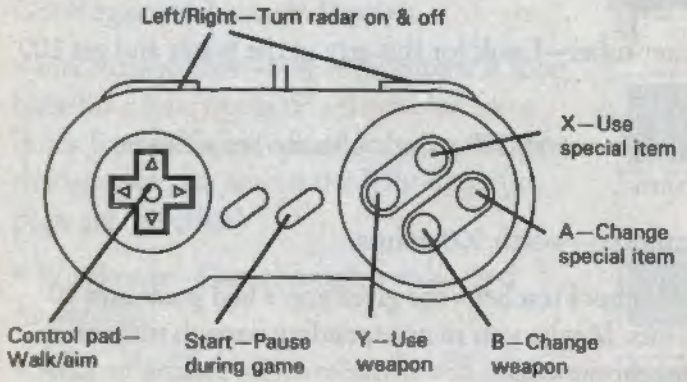
The playing field displays your life bar, points, weapons and special items. If you play with the left controller this information appears in the upper left corner. If you play with the right controller the information appears scattered along the bottom ⅘ths of the screen. Just kidding—it appears in the upper right corner.



Control your destiny!

The control pad is used to walk and aim your weapons. Press it in the direction you want to throw, shoot or walk.

- Press the A button to change your special item.
- Press the X button to use the special item.
- Press the B button to change your weapon.
- Press the Y button to use your readied weapon.
- Press the Start button to pause the game during play. You cannot pause on the scoring screens between levels.
- Press the left or right top buttons to turn the radar screen on and off.



Know your neighbors

These are the nice folks you'll be trying to save throughout the game.

Cheerleaders—worth 1000 points. Try to save all the cheerleaders at the football game for big points!

Baby—worth 700 points, but can turn into *big* trouble at certain times!

Dog—worth 500 points.

Trampoline girl—worth 300 points.

Tourists—worth 200 points, but be careful around them after dark!

Barbecue guy—this obnoxious neighbor is only worth 5 points, but his BBQ feast is worth 100 points. (Hint: look for extra burgers lying around—they'll boost your energy!)

Inner-tuber—Look for this guy in the water and get 100 points.

Soldier—worth 100 points. Usually has weapons around.

Explorer—worth 500 points.

Evil school teacher—she gives you a bad grade and 10 points. Maybe you're not spending enough time on your homework!

The elusive Son of Dr. Tongue—find him and you'll learn what he's worth.

Weapons

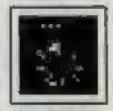
Your readied weapon will be displayed next to the life bar. Press the B button to switch weapons. Below the weapon is a number which shows how many shots/uses of that weapon you have remaining. When you run out of shots or uses, the weapon will be dropped from your inventory.

• Squirt gun—Your starting weapon is good for beating the average ghoul. Refills are easy to find.

• Soda pop cans—These work like hand grenades; they explode on impact and eliminate most low-powered monsters in one shot. Great against Evil Dolls!

• Bazooka—Very powerful! Use it to blow holes through cracked walls and weak spots in hedges. Good against Chainsaw Maniacs.

• Fire extinguisher—Freeze monsters. A long blast for a long freeze or a short blast for a quick freeze. This is one of only two weapons that are effective against the Jelly Blobs (ice pops are the other).



• Weed-eater—Cuts through weeds... and monsters!

• Ancient artifact—This talisman will produce a spinning fire that protects you and destroys the monsters it touches.

• Silverware—An excellent weapon when you come across a werewolf or two!

• Plates—Effective if you have nothing else to use.

• Martian bubble gun—Captures the target in a temporary bubble. Try it on ants!

• Tomatoes—Not as good as plates, but Martians hate them.

• Ice pops—These can destroy the Jelly Blobs when you toss them from a short distance.

• Football—*"The great aim of education is not knowledge but action."*—**Herbert Spencer** *"The great aim of the thrown football will be caught by one of the guys in the funny looking helmets."*—**Zombies** manual. That's action!

Special items

Scroll through these items by pressing the A button. Some items destroy monsters, some give you special powers, and some are unpredictable!

• Keys—You need them to open doors.

• Skeleton keys—Opens the skull doors.

• Monster Potion (red bottle)—Become a purple beast with an attitude and bash through walls, doors and monsters. You are invincible until the potion wears off.

• Ghost Kid Potion (blue bottle)—Turn into a spectre and roam freely. You can't be hurt, but you can't shoot any monsters, either!

• Random Potion (question mark bottle)—There is no way to know what effect the potion will have. It could restore your health, give you a speed boost, cause damage or turn you into the purple beast. There are other effects that you will have to discover on your own, but we'll warn you that if you turn green, you turn mean!

• Speed Shoes—The T.K. (Transylvania Knights) 3000 Cross-training shoes are great for sprinting around the 'hood. The effect is temporary, but cool!

• Decoys—These inflatable punching clowns attract monsters and draw the attention away from you.

• Pandora's box—The golden chest releases energy blasts when used. They seek and destroy those nocturnal terrors chasing you.

•First aid kit—Use it to restore your life bar to full force.

Dr. Tongue, I presume?

To win the game, you will have to beat the elusive Dr. Tongue in one final battle. He has created most of these creatures in his laboratory, and once you defeat him, the world will be safe again.

Or will it?

Vlad Belmont the Vampire

Zombie

Jelly blob

Mummy

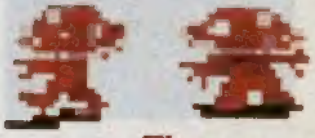
Tommy the Evil Doll

Werewolf

Stanley Decker, the Chainsaw Maniac

The Pod Plant

Gillman of the Blue Lagoon (a.k.a. Brook Shands)



The Mushroom Men

Sample "Scream" Shots

Level 25—Look Who's Shopping

Level 3—Terror in Aisle 5

Level 20—Invasion of the Snakeoids

Level 2—Evening of the Undead

Level 34—"I was a Chainsaw Maniac"

Bonus Level—Day of the Tentacle

Hints & Tips

- A weapon may work better on one type of monster than it does on another.
- Find the question marks (?) for bonus levels.
- Have you ever seen frozen jello?
- Why do you see holes in some ceilings? Would you really need air holes if the walls were solid?
- Write down your passwords, you never know when you'll need to restart from a past level.
- Use those first aid kits wisely!

Notes

We thought long and hard about what to call this game. We threw out some other great titles, and thought we would print some of them here. (We'd love to hear your ideas, too. You never know when a sequel will pop up.)

Zombies Invade Suburbia
Zombies Need BAR-B-Q Sauce
The Zombies Wrong Turn At Alpha 6
Suburban Zombie Bake-Off
Grave Consequences
Please Don't Feed the Zombies!
Don't Build That Mall Here!
Monsters!
Michael Barone and the Zombie Hunters
Me Zombie, Make BIG Mistake
Ghouls Just Want to have Fun
Return of the Teenage Son of the Bride of a Zombie, Part 2

Password Log

FHRX

NBGW

RFCR

BKYZ

VXBB

XYLZ

XLZG

WJQK

BZVG

BRPK

Consumer support

If you feel lost, or just need a boost, don't worry! There is help available. You can try our Game Hint and Tip Line.

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- ☎ 70¢ per minute charge
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Warranty information

If you experience technical problems with your **Zombies Ate My Neighbors** game pak, try our Warranty Services number:

(708) 215-5111

Konami (America) Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510